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Printed in Japan

CAPCOM

SNS-AFZE-USA

Final Fight 3

Instruction Manual

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AGES 13+

SUPER NINTENDO ENTERTAINMENT SYSTEM

Final Fight 3™

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting Final Fight 3™, the latest addition to CAPCOM's library. Following the success of Final Fight 2™ and Super Street Fighter II™, CAPCOM continues the tradition of action-packed family oriented games for the Super Nintendo Entertainment System.

Final Fight 3 features colorful, state-of-the-art high resolution graphics and stereo sound. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Final Fight 3 Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective box.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your FINAL FIGHT 3 Game Pak into your Super Nintendo Entertainment System and turn the power on.
2. Watch the introduction and then press START when the title screen appears.
3. Press the control pad ▲ or ▼ to move the cursor to one of the four options on the title screen. Then press START to choose the option. See USING THE OPTION MODE section for more information.
4. Choose 1P PLAY, 2P PLAY or AUTO 2P PLAY to begin playing FINAL FIGHT 3. Choose 1P for a one-player game, 2P for a two-player game and AUTO 2P PLAY for a one-player game with a computer partner.
5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

USING THE OPTION MODE

The Option Mode will allow you to change some of the features of the game. To choose the Option Mode from the title screen, press ▲ or ▼ on the control pad to move the cursor to OPTION. Then press the START button to confirm your selection.

GAME LEVEL (Difficulty):

EASY:
If you are an inexperienced fighter, this would be the best suitable level for you. Your enemies' attack level is at their lowest.

NORMAL:
When you start the game, the default level is set here. Intermediate fighters should select this level.

HARD:
Experienced fighters should select this level. The enemies on this level are stronger and more aggressive so be very careful.

EXPERT:
The enemies on this level are at their highest level. If you cannot finish the game on the easier levels, then playing this level can prove frustrating.

PARTNER LEVEL:
Adjusts the skill level of your computer partner when playing in AUTO 2P PLAY mode. Select from WEAK, NORMAL or STRONG.

ATTACK BUTTON:
This option will allow you to select which button on your control pad will be your attack button. Simply highlight ATTACK and press the button on the controller that you want to use for your attack. This can be done for both players.

USING THE OPTION MODE cont.

JUMP BUTTON:
This option will allow you to select which button on your control pad will be your jump button.

EXTRA JOY:
In this option you will be able to execute your "Mega Crush" move by pressing one button. To do this, highlight EXTRA JOY and press the button on the controller that you want to use for this. This can be done for both players.

HOLD DIR.:
This option allows you to hold the direction your character faces to perform their attacks. It keeps your character from flipping to face the enemy. This option also controls the BACK DASH function (see USING THE CONTROL PAD). Simply highlight HOLD DIR. and press the button on the controller that you want to use for this function. This can be done for both players.

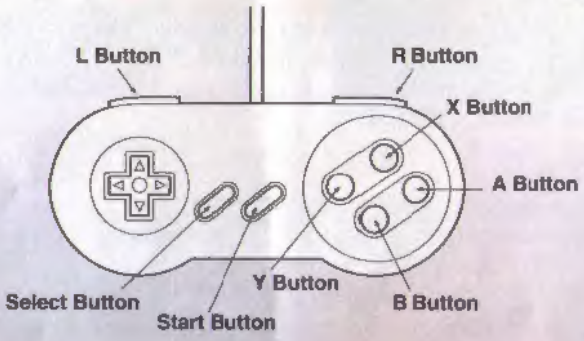
HIT CONFIG.:
You can adjust the hit detection mode for the game. Simply highlight HIT CONFIG and press ◀ or ▶ on the control pad to make an adjustment. **On** causes you and your partner take damage from each other's punches, kicks and throws, while **Off** disables all damage from each other's attacks.

SOUND MODE:
This option allows you to select either STEREO or MONAURAL sound. Press ◀ or ▶ on the control pad to highlight the option you wish to use.

USING THE CONTROL PAD

CONTROL PAD: Press ▲ ▼ ◀ or ▶ to move your characters in those directions. To grab an enemy, press toward your opponent.

Default Controls:



Y BUTTON: Punch/Pick up an item. Press rapidly for multiple-hit attacks.

X BUTTON: Not used

B BUTTON: Jump

A BUTTON: "Mega Crush" move (can also be performed by pressing **Y** and **B** buttons simultaneously)

START BUTTON: Pause and unpause game/Confirm your selection

SELECT BUTTON: Highlight an option at the title screen

L BUTTON: Holds character direction

R BUTTON: Holds character direction

USING THE CONTROL PAD cont.

Other Controls

DASH:

Press control pad ◀ or ▶ twice quickly.

DASH ATTACK:

Dash, then press attack button.

For Guy & Lucia, continue to press attack button for multi-hit combinations.

BACK DASH:

Hold L or R button (default). Then press control pad twice quickly in opposite direction (See OPTION MODE).

USING THE CONTROL PAD cont.

JUMPING DASH ATTACK: Dash, then jump. While in air, press **Y** button.

JUMP KICK: Jump, then while in air press **Y** button.

REVERSE GRAB:

Grab an opponent, then press control pad ↓ and **Y** button simultaneously. You will then flip your hold on the enemy.

HOLD DIRECTION: Hold the **L** or **R** buttons to keep your character facing the same direction as you move across the screen. You can walk backwards as well.

SKULL CROSS

The defeat and subsequent disappearance of the Mad Gear Gang has led to utter chaos in Metro City. A new uprising of vandalism, terrorism and death has spawned out of the remains of Mad Gear. This small group known only as "Skull Cross" has quickly grown and claims responsibility for the constant looting, arson and armed robbery. The government of Metro City is at a complete loss.

Yet Metro City's mayor, Mike Haggar, has hope for a new future. Guy has returned to Metro City after several months of training and is ready to put his new skills to use. And it looks as if he will get his chance! An explosion rings through the streets right outside the government building.

Before either can react, the door bursts open, revealing Lucia, Cody's old friend, in a state of shock.

"We must act," she shouts. "Metro City is under attack! Skull Cross is loose, and they've got something up their sleeves. I can't tell what it is though."

"I'm on it," Guy replies. "Let's go Haggar!"

But before any of them can move, a mysterious man appears in the doorway. He is tall and muscular, with an aura of confidence surrounding him.

"I can help," he says. "My name is Dean. I know Skull Cross inside-and-out, and I hate them more than anything. My past means nothing to me now. I can help you, and you can help me. We must go!"

All four fighters vow to bring Skull Cross down. It will be a tough assignment, and may even be their final fight!

MAIN SCREEN

The streets are dangerous! Take on any member of Skull Cross that stands between you and the prison. Remember to grab some food to revitalize your strength or you may find yourself face down in those dangerous streets!

1. **Points**-The number of points you have earned.
2. **Lives**- The number of lives remaining.
3. **Player Strength Meter**- The length of the yellow bar indicates the amount of energy your character has left. When the yellow bar disappears, you will lose one life.
4. **Enemy Strength Meter**- The length of the yellow bar indicates the amount of energy your enemy has left. When the yellow bar disappears, so will your enemy.
5. **Super Move Meter**- The amount of energy in the blue bar at the bottom of the screen will increase as your character defeats enemies. When the bar is completely filled, it will read SUPER and you will be able to perform the Super Move.
6. **Time**- How much time is left for you to finish the level.

PROFILE OF MIKE HAGGAR

Height: 6'7"
Weight: 269 lbs.
Hobby: Politics
Favorite Foods: Hamburger, Curried Rice

Mike Haggar is a former wrestler and a champion street fighter. Haggar was instrumental in the defeat of the Mad Gear Gang. He has been the most popular mayor in the previously crime-ridden capital of the world, Metro City, for many years and seems to become more powerful with age.

Haggar may be a bit slow but his devastating wrestling skills more than make up for a lack of speed. Once he grabs an opponent, he will apply a deadly wrestling move that causes the ground to rumble.

HAGGAR'S WRESTLING TECHNIQUES

Wrestling Throw:

Grab the enemy, then press control pad toward the enemy and press the **Y** button.

Body Press: Press **B** button to jump, then simultaneously press **Y** button and ↓ on control pad.

Suplex: Grab the enemy from behind, then press **Y** button.

Back Flip Drop:

Reverse grab the enemy, then press **B** button to jump in the air. While in mid-air, press the **Y** button.

PROFILE OF MIKE HAGGAR cont.

Spinning Piledriver:

Grab the enemy and press **B** button to jump in the air. While in mid-air, press the **Y** button.

Spinning Clothesline:
(Mega Crush move)

Press **Y** button and **B** button simultaneously, or press **A** button. This is a way to get out of tight spots, but your health meter will reduce everytime you damage enemies with this move.

Violent Axe:

Press control pad ↓ ↘ → in a smooth motion, then press **Y** button at the end of control pad motion.

HAGGAR'S SUPER MOVE

Note: Works only when Haggar's Super Move Meter reads "SUPER".

Final Hammer: Grab opponent, then press control pad → ↘ ↓ in a smooth motion. At the end of the control pad motion, press **Y** button.

PROFILE OF GUY

Height: 5' 10"
Weight: 159 lbs.
Hobby: Ninjitsu Training
Favorite Foods: Boiled rice soaked in tea, cold Tofu

After completing a martial arts training trip, Guy returns to Metro City only to find himself caught up in a riot. Once Mike Haggar described the situation, and how he planned to end the riot and violence, Guy was more than ready to volunteer.

A quick and agile fighter, Guy has had much experience in street fighting and ninjitsu. Believed to be a descendant of a ninja, Guy exhibits the tradition in his fighting style and amazing wall leap ability.

GUY'S NINJA MOVES

Elbow Drop:

Jump, then press ↓ and **Y** button simultaneously.

Wall Leap:

Jump up at wall, then press **B** button while on wall.

PROFILE OF GUY cont.

Body Throw: Grab enemy, then press ◄ or ► and **Y** button simultaneously.

Back Pin: Perform a reverse grab, then press control pad in direction opposite of the enemy and **Y** button simultaneously.

Knee Drop: Perform a reverse grab, then press ▲ and **Y** button. Repeatedly hit **Y** button for up to 3 hits.

Fireball: Press ▼ ◣ ► in a smooth motion, then press **Y** button as you reach the end of the control pad motion.

Hurricane Kick:
(Mega Crush move) Press **Y** button and **B** button simultaneously, or press **A** button. This is a way to get out of tight spots, but your health meter will reduce everytime you damage enemies with this move.

GUY'S SUPER MOVE *Note:* Works only when Guy's Super Move Meter reads "SUPER".

1,000 Fist Barrage: Grab enemy, then press ► ◣ ▼ in a smooth motion. At the end of the control pad motion, press **Y** button.

PROFILE OF LUCIA

Height: 5' 8"
Weight: 115 lbs.
Hobby: Cooking (even though she's not too good)
Favorite Foods: Instant Noodles

Even though she is currently a detective in Metro City's Special Crimes Unit, Lucia did not join Mike Haggar's operation for that reason. When she became aware of his plan, Lucia jumped at the chance to re-pay Haggar after he helped clear her of a corruption charge.

Lucia's awesome leg strength makes her kicks lethal. Her motto is to kick first then ask questions later, and usually her opponents don't respond to her questions. She has an extremely long range of movement in fight, so she can protect herself well by standing clear of her opponents. She loves to use her Tornado Spinner, a move she picked up on the streets.

LUCIA'S CRIME UNIT MOVES

Suplex: Perform a reverse grab, then press **Y** button.

Knee Slam: Perform a reverse grab, then press control pad toward opponent and **Y** button.

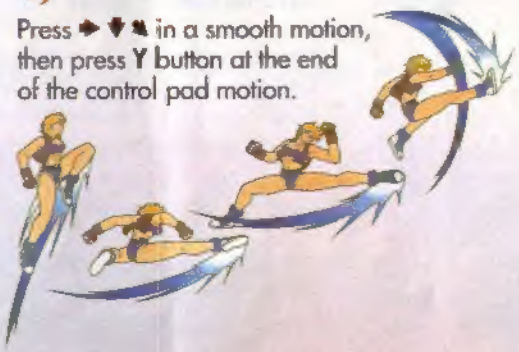
Knee Drop: Jump, then press ▼ and **Y** button simultaneously.

PROFILE OF LUCIA cont.

Fire Spinner:

Jump and, while in the air, press ↓ ↘ → in a smooth motion. At the end of the control pad motion, press **Y** button.

Tornado Spinner: Press → ↓ ↘ in a smooth motion, then press **Y** button at the end of the control pad motion.



Hurricane Spinner:
(Mega Crush move)

Press **Y** button and **B** button simultaneously, or press **A** button. This is a way to get out of tight spots, but your health meter will reduce everytime you damage enemies with this move.

LUCIA'S SUPER MOVE

Note: Move only works when Lucia's Super Move Meter reads "SUPER".

Hard Hit Knee: Press ↓ ↓ → in a smooth motion, then press **Y** button at the end of the control pad motion.

PROFILE OF DEAN

Height: 6' 6"
Weight: 214 lbs.
Hobby: Driving (fast!)
Favorite Foods: Beef

A former street fighter with a thorough knowledge of the Skull Cross gang's operation. A very mysterious man, and rumors on the street say he is not completely human. While many believe him to be somehow robotic, he always carries a small picture of his family wherever he goes.

There is something mechanical about Dean and his ability to summon and accumulate supernatural powers to his fist. He is very quick, has an extended reach and uses his size to overpower enemy. His most devastating attacks will punish his foe with electrifying effects.

DEAN'S MYSTERIOUS MOVES

Electric Combo: Repeatedly press **Y** button

Lightning:

Press → ↓ in a smooth motion, then press **Y** button at the end of the control pad motion.

Distance Grab:

Press ↓ ↘ → in a smooth motion, then press **Y** button at the end of the control pad motion (must be within a certain distance from enemy).

Slam Throw: Grab enemy, then press control pad in the direction opposite of the enemy and **Y** button simultaneously.

PROFILE OF DEAN cont.

Back Breaker: Perform a reverse grab, then press the control pad ♦ and the **Y** button simultaneously.

Electric Shock:

Press **Y** and **B** buttons simultaneously, or press **A** button.

DEAN'S SUPER MOVE

Note: Move works only when Dean's Super Move Meter reads "SUPER".

Scrap Dunk:

Grab enemy, then press ♦♦ in a smooth motion. Then press **Y** button at the end of the control pad motion.

POWER UP ITEMS

WEAPONS

Nunchuks- Weak reach, but great attack power

Billy Club- Great weapon with limited amount of use available

Steel Pipes- Useful for characters with a short reach

Hammer- Cannot be used as a weapon. Can be thrown once to do damage

BONUS ITEMS

French Fries- Recovers 25% of your character's health

Flowers- 1,000 points

Hot Dog- Recovers 25% of your character's health

Glasses- 1,000 points

Steak- Recovers 50% of your character's health

Ring- 5,000 points

BBQ- Recovers 100% of your character's health

Gold Bar- 10,000 points

BOSS CHARACTERS

Dave- Once a faithful policeman for Haggar's Metro City force, Dave has changed alliances and now is a major ally for Skull Cross. Even though he is quite heavy, his quickness is deceiving. He loves to utilize his weight and crush enemies, so watch out for his giant jump tactic. He is most vulnerable when he falls to the ground.

Call Man- Skull Cross' middle-class big shot. He's the guy with the biggest chip on his shoulder. Coleman hates all enforcement types, and especially Mayor Haggar. His main purpose for Skull Cross is as an informant, but he has strong street fighting skills as well. He is big and strong, so keep moving and don't get grabbed by him. You'll be sorry!

Caine- Nicknamed "The Destroyer." That says it all. He is considered by far the most dangerous fighter in Skull Cross. Caine's odd movements coupled with his long reach make him a brutal opponent. And throw in his skillful use of a wrench, and you've got an opponent that is hard to get close to. If there is any weakness to Caine, it is his lack of depth perception. Try jumping around and keep moving. He might have trouble finding you!

Bonus Stages

At set points throughout your street battle, bonus stages will appear, allowing you a chance to power-up and build your health. Punch, kick and attack wherever and however you can. Here is a short description of some bonus stages:

1. Skull Cross henchmen attack with a bulldozer. The vulnerable point of the bulldozer is the cockpit, so do what you can to place all your attacks there.
2. After the factory scene, many drums will roll throughout the room right at you. Stick to the right to avoid the drums and attack the control panel.

FIGHTING TACTICS

1. Wait until your strength meter is low before you pick up any food.
2. Try not to stand toe-to-toe with any of the bosses. Instead, try the hit and run strategy.
3. There's a certain amount of hits you can apply to an enemy before you knock them down. Find deadly combinations of hits for maximum damage. Remember to rapidly hit the Y button for combination attacks.
4. Your enemies are as tough as you are. In some cases, they are even tougher. It takes quite a number of hits before you knock them out, so do not underestimate the power of an enemy you have knocked down several times.
5. Break open as many barrels as you can to find power-up items and bonus items.
6. Use your characters' "Mega Crush" move sparingly. Whenever the attack connects on your opponent, you lose health. This move is meant to get out of tight spots only.
7. Watch your "SUPER" move meter closely. Be ready to let your "SUPER" move rip right as the meter fills completely. This is a great tactic to defeat your enemies.
8. Stay aware of multiple pathways. At certain points in the game, you will have a choice of directions to travel. Sometimes, you may be able to break open this other pathway. Press control pad toward open area to enter. Some areas may be more difficult than others. Some may even let you bypass the boss. Keep on your toes!

FIGHTING NOTES

FIGHTING NOTES

FIGHTING NOTES

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2. If the CAPCOM service technician is unable to solve the problem by phone, he will provide you with a Return Merchandise Authorization number. Simply record this number on the outside of your shipping package, and return the entire PAK freight prepaid at your own risk of damage. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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